

A STUDY ON THE PROBLEM OF DEALING USABILITY WITH EMERGING NEW MULTIMEDIA TECHNOLOGIES FOR WEB DESIGN

Melissa Angga

Teknik Informatika, Universitas Surabaya
Jalan Raya Kalirungkut, Surabaya
melissa@staff.ubaya.ac.id

Abstrak

Seiring dengan perkembangan teknologi World Wide Web yang terus berubah, para perancang web mulai berdebat tentang cara membuat website yang baik. Mereka berdebat tentang mana yang dijadikan pertimbangan yang lebih penting, aspek usability web atau penggunaan teknologi multimedia terbaru, yang digunakan untuk membuat situs web yang lebih menarik.

Di satu pihak, aspek usability dapat menjadi pertimbangan utama. Mengingat bahwa banyak pengguna yang harus menyelesaikan tugas mereka ketika berhadapan dengan World Wide Web, yang artinya bahwa para perancang web harus membuat situs mereka sedemikian rupa sehingga dapat membantu pengguna menyelesaikan tugasnya secara efektif dan efisien. Tentunya, penggunaan teknologi multimedia dapat dimanfaatkan, bukan hanya untuk membuat situs tampak lebih indah, tetapi untuk membantu pengguna memahami konten lebih baik.

Kesimpulannya, harus ada pertimbangan antara kedua aspek yaitu aspek usability dan penggunaan teknologi multimedia, dan setiap pengambilan keputusan kelebihan dan kekurangan antara kedua aspek tersebut dilakukan dengan mengacu pada obyektif situs itu sendiri.

Kata kunci :

World Wide Web, Usability, perancangan web, multimedia

Abstract

While the World Wide Web evolving through many stages since the technology kept changing, web

designers start to debate on how to create a good website. They argued on which is the most important consideration, the usability aspect of the web or the use of new multimedia technology to create a more attractive site.

On one side, usability aspect could be the main consideration. Bearing in mind that a lot of user has a task in their hand while dealing with the World Wide Web, that means the web designers should create their sites in such ways to help users finish their task effectively and efficiently. However, the used of multimedia technology can be extended, not just to make the site appealing, but to help the user understands the contents better.

In conclusion, there are ways to dealing with both usability aspects and the used of multimedia technology. And every decision making on the trade offs between them is taken by observe the objective of the site itself.

Keywords :

World Wide Web, Usability, web design, multimedia

I. INTRODUCTION

At the beginning, according to Wroblewski (2002, p.6-9), the idea behind the first World Wide Web was to create a device which can widely share the information with the major part of text-based information to share. He called that first era of World Wide Web as the "Simple Sharing Era". The web began to shape in more interesting way on the next stages, the "Image/Table Era" where graphics design began to be included in the web. This era also lead to